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Title: VETRON'S GUIDE

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VETRON'S GUIDE TO  
WEAPONS AND ARMOUR  
THEIR EFFECTIVENESS  
AND VALUE

Here are listed, for easy  
comparison, various  
weapons and their effects  
upon opponents. Consider  
them to be rated on a  
scale of 1 to 100, with  
the lower valued weapons  
being less effective upon  
thine adversary:

Axe, two-handed: 10  
Blowgun: 1, causes enemy  
to fall asleep and be  
poisoned  
Bow: 8  
Cannon: 90  
Club 2  
Crossbow: 10  
Dagger: 1  
Halberd: 10  
Hammer: 4  
Hammer, two-handed: 9  
Knife: 2  
Mace: 5  
Main gauche: 2  
Morningstar: 5  
Powder keg: 16  
Sling: 3  
Sword: 6  
Sword, two-handed: 11  
Throwing axe: 4  
Torch: 3  
Whip: 4

Armour and shields and  
their protection  
effectiveness are  
described here to permit  
the informed soldier the  
opportunity to select the  
armour best suited to his  
or her fighting style:

Buckler: 1  
Chain armour: 2  
Chain coif: 2  
Chain leggings: 2  
Crested helm: 3  
Curved heater: 3  
Gauntlets: 2  
Gorget: 3  
Great helm: 4  
Greaves: 2  
Kidney belt: 1  
Leather armour: 1  
Leather boots: 1  
Leather collar: 1  
Leather gloves: 1  
Leather helm: 1  
Leather leggings: 1  
Plate armour: 4  
Plate leggings: 3  
Scale armour: 2  
Spiked shield: 2  
Wooden shield: 2

Here is a list of the  
better-known enchanted  
weapons:

Magic arrow: 4  
Magic axe: 8, can be  
thrown  
Magic bow: 12  
Magic sword: 7, very  
accurate  
Glass sword: 127, breaks

Enchanted armour:

Magic armour: 5,  
Magic gauntlets: 3,  
Magic gorget: 4,  
Magic helm: 5,  
Magic leggings: 4,  
Magic shield: 4